DARK MATTER

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DARK MATTER

VON BRAUN V
DRAXEL
WEKNOOM
ALDEN'VAL
HEARTHMUND
POSEIDON (RUINS)
VVARDEN
ELVEN EMPIRE
ASTRAEA
KEMET
AVIA-RA HOLY LANDS
JOTUNHALL
MIDHALL
ETILION
VOSURA
DWARVEN CONCLAVE
ANCHORA
JORMUND
PARADISE I
THE CORE
SEPULCHER STAR
CONCORDIA
RAVAGE
KOPRIA
NIX
RAST
WARZONE
FORNAX
HIGH TERRA
KIRON
DREZ
BASTION
HEGEMONY OF MAN
MARTAX
DEAD MAGIC ZONE
LAKSHAY
HOLLOWAY
LAKSHAY
SOL
GNOMISH FLOTILLA
ROTHMEL
NEBILLION
BLACKPOST
MAW
CAPITAL
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INTRODUCTION

Welcome to the ultimate sci-fi expansion for 5th Edition! In *Dark Matter*, you play as bounty hunters, galactic explorers, or daring space marines in a universe inspired by the likes of Star Wars, Hitchhiker's Guide to the Galaxy, Alien, and Blade Runner. This book is for any player or GM that wants to dabble with laser swords or blast off into the stars.

5TH EDITION SCI-FI

This book is an expansion to 5th Edition—not an adaptation or a replacement—that builds on the core rules of the world's greatest roleplaying game and transports them to the stars. You use the same classes, spells, and rules that you already know, but with new options for subclasses, weapons, and species. Everything in this book is optional and none of it changes how the core game works or disagrees with its design principles.

Furthermore, everything in 5th Edition, from wizards and barbarians to dragons and trolls, belongs in *Dark Matter*. If you can imagine it or if it was published in a book, you can find it on the myriad worlds and starships contained within these pages.

THE 'VERSE IS...

The 'Verse of *Dark Matter* is a vast, interconnected galaxy of sprawling empires and alien worlds, brimming with adventure. Among the stars, a crew of spacers can explore undiscovered worlds, take contracts from galactic factions, meet new and colorful creatures, and make their fortunes. But it is also perilous, rife with alien monstrosities and deadly hazards to avoid.

DARK MATTER ENGINES

The only way to cross the 'Verse is using a **Dark Matter engine**, a starship drive that can travel light-years in the blink of an eye. Ships equipped with these engines are the backbone of the 'Verse, the key to surviving and prospering in the galaxy.

These engines momentarily shrink the ship and its crew to infinitesimal size, allowing it to take a shortcut through the Void, an enigmatic dimension plagued by extreme radiation. The danger of this radiation is such that ships routinely lower blast shields and jump entirely blind, relying on Star Charts, the *Astrogation* spell, or Maw stations to navigate the 'Verse safely.

MAW STATIONS

Dotted throughout the galaxy are space stations—the **Maws**—built within massive, antediluvian skeletons. Clutched within the jaws of each is a portal to the Void, which allows spacers to jump from one station to another. Together, the maws form a cross-galactic Dark Matter network that connects the edges of the 'Verse. Each maw station is a vibrant multicultural spaceport, a bastion to adventurers and spacers.

The Maw network's outermost ring, however, is barely connected to the rest of the network. Ships can't often jump back to the core of the galaxy and Maw stations lose connections for weeks at a time. The **Galactic Frontier** on the outermost edge of space, therefore, remains as unexplored as it is lawless, plagued with bandits, wrothians, and strange alien threats.

SEPULCHER STAR

No one living knows the origin of the Maw stations, but they may be tied to the ancient and enigmatic **Sepulcher Star**, which orbits the galaxy's central black hole. This star has become a holy-site for the avia-ra, a species of sun-worshipping zealots who believe that an ancient deity of untold power, the **Old Un**, slumbers within the star's heart.

MAGICAL TECHNOLOGY

In *Dark Matter*, sufficiently advanced magic has become indistinguishable from technology. **Magical Technology** like *Datapads* and blasters have become as commonplace as pitchforks and horses once were and underpin life in the 'Verse. Nearly all technology is built upon magical fundamentals: flying cars utilize a variant on the *Levitate* spell, blasters leverage bursts of Evocation magic, and ships crossing the 'Verse use a type of advanced *Plane Shift*.

DEAD MAGIC ZONES

Dead Magic Zones are areas of space where magic itself has worn thin and ripped asunder. No magic functions, including that which powers ships and Dark Matter engines. Navigation systems fail, life support fizzles out, and engines go silent. However, gnomish ships, which are powered by advanced science, can pilot through these magicless swathes of space and discover the lost worlds within.

Though most Dead Magic Zones are natural, pockets of Dead Magic are also caused by **Arcane Warheads**, devastating weapons that have ravaged an entire sector of space now called the **Warzone**.

RULES ADDITIONS

The following new rules are important additions to those used in 5th Edition:

Blasters. Blasters are ammunition-less Ranged weapons which use two damage dice instead of one, but don't add your ability score modifier to damage rolls.

New Skills. *Dark Matter* introduces three new skills: **Dexterity (Piloting)**, used to pull off tricky maneuvers in starships; **Intelligence (Data)**, used for hacking and interacting with software; and **Intelligence (Technology)**, used to manipulate hardware. Generally, the setting omits Artisan's Tools in favor of using these new skills.

New Sense. Many Constructs have a new sense, Thermalsight, which allows them to detect heat signatures even through fog and smoke. It doesn't see through illusions or perceive Invisible creatures.

Translators. Characters have easy access to *Universal Translators*. Language barriers can be safely ignored.

Construct Grafts. Cybernetic magic items known as Construct grafts are installed directly in the body, occupying one of five body slots. The first installation in each part of the body is an invasive surgical procedure.

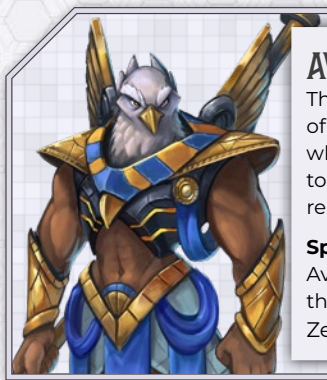
Necessary Gear. Certain types of magic items and pieces of Magical Technology are ubiquitous and are readily available to every character, such as *Datapads*, Comm Sets, and *Life Suits*. These items are often necessary to survive and thrive in the 'Verse.

DARK MATTER SPECIES

AMOEBOID

Amoeboids are intelligent, vaguely Humanoid-shaped oozes that can mimic the form of any creature they touch.

Species Traits
Creature Type: Ooze, Amorphous, Biomimicry, Flexible Form, Reform



AVIA-RA

The avia-ra are a species of wingless bird-people who travel to Low Worlds to spread their ancient religion of the Sun Above.

Species Traits
Avian Eyes, Blessings of the Sun, Darkvision, Zealous

NAUTILIDS

The hulking, fishlike nautilids wear fluid-filled suits as they search the galaxy for a new ocean homeworld.

Species Traits
Speed: Swim 30 feet, Amphibious, Powerful Build, Aqua Suit

ORC

Orcs are down-to-earth Humanoids with green skin and imposing builds. Few are quite as good with a wrench.

Species Traits
Darkvision, Follow Through, Gearhead, Powerful Build

SKATHÁRI

Hardy insectoids hailing from the deadliest of planets, skathári distrust technology of all kinds.

Species Traits
Adaptive Metabolism, Gliding Wings, Hooked Claws, Natural Armor, Regenerative

VECT

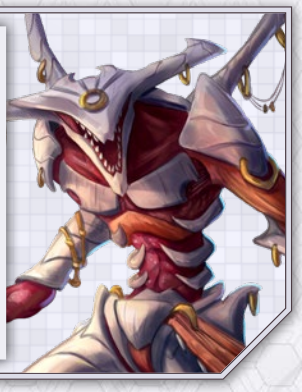
Vect are living Constructs awakened by the "Spark."

Species Traits
Creature Type: Construct, Construct Anatomy, Inflexible Mind, Reconfigurable Ability Scores, Thermalsight, Construct Grafts

WROTHIAN

Renegades from a colony of fearsome, psionic invaders.

Species Traits
Creature Type: Aberration, Darkvision, Psionic Blast, Psychic Resistance, Razor Claws, Telepathy



NEAR-HUMAN

Near-human offshoots are basically human, but bear subtly different species traits from a wide variety of sources.

Species Traits
Resourceful, Skillful, Near-Human Feat

NEW SPECIES: AMOEBOID

"Another failed experiment," muttered Yr. The amoeboid's nucleus flashed dark red with resigned frustration as a pair of automatons scraped viscera off the walls and ceiling of his medical bay.

"The serum made no difference—those cows were just like the last batch," grumbled Yr. He made his way to the next room, where a terrified human lay restrained on a table, yelling incoherently.

Yr tapped the man on the shoulder with a blobby appendage, setting off a ripple of changes through the amoeboid's body, settling into the vague shape of a human with an overlarge head and bulging eyes.

"Sorry for the inconvenience," Yr apologized in the man's language. "I wish I could repay you for your livestock, but we have rules against that sort of thing. Now please stop squirming while I prepare a memory modification."

— Yr, amoeboid scientist, assessing a Void experiment

Amoeboids are intelligent, vaguely humanoid-shaped oozes that can mimic the form of any creature they touch. These beings dwell on Maw stations, experimenting at the cutting edge of science and parlaying with any creature they encounter.

FLUID ANATOMY

Amoeboid bodies are composed of a translucent jelly-like substance with a complex network of nerves visible throughout, emitting a dim light. They range in color from blues and purples to bubblegum pink, with scintillating rainbows in between. Within an amoeboid's head floats a large, brain-like nucleus surrounded by five radially-spaced eyespots—their unearthly equivalent of a face.

An amoeboid can take a genetic imprint of a creature they touch, molding into an inexact copy, visibly made of the same jelly material. When in this form, they can speak the language of their subject and move in much the same way, allowing them to empathize with virtually any creature.

MAWKEEPERS

Amoeboids originate on the Maw stations and most reside there, researching the stations' ancient technology, repairing ships and Dark Matter engines, and meeting people from across the 'Verse. By default, their position is that of galactic ambassadors, a role in which many amoeboids relish. They tend to regard newcomers with curiosity and enthusiasm, a disposition that has transformed their Maw stations into central meeting places across the 'Verse.

SCIENTISTS AND VISITORS

Most amoeboids view the 'Verse through a lens of science and reason. With proper experimentation, the multiverse can be defined solely through the workings of magic and physics. Amoeboid researchers regard no subject as taboo as long as its methodology is sound and likely to produce useful data.

For centuries, amoeboids have taken to secretly visiting undeveloped worlds, disguising themselves and their saucers to experiment upon the inhabitants. These experiments are usually noninvasive but nonetheless unwelcome. As a result, many worlds share tales of strange visitors from the stars, looking much like them, but strangely distorted, stealing away individuals by night and performing strange rituals in brightly lit rooms. Amoeboids will also vivisect the odd head of livestock, but these occurrences are more likely to be blamed on predators than on visitors from the stars.

AMOEBOID NAMES

Ever concerned with efficiency, amoeboid names can traditionally be represented by a single unusual character, to differentiate it from the rest of a particular alphabet. Amoeboids don't differentiate between males and females, nor are their names particularly masculine or feminine.

Amoeboid Names. Ash (Æ), Chevron (Λ), Digamma (И), Eth (Ð), Ezh (З), Gangia (Ӂ), Kai (ӄ), Pilcrow (¶), Psi (Ψ), Shei (Ш), Solidus (/), Thorn (Þ), Tilde (~), Yr (ѧ)

AMOEBOID TRAITS

Creature Type: Ooze
Size: Medium (about 4-5 feet tall) or Small (about 3-4 feet tall), chosen when you select this species
Speed: 30 feet

As an Amoeboid, you have these special traits.

Amorphous. You can move through any space as narrow as 1 inch.

Biomimicry. You can take a Magic action to touch a creature and shape-shift into its general form. Your size and other statistics don't change. If the target has a Burrow Speed, Climb Speed, or Swim Speed, you gain that Speed, to a maximum of 40 feet.

Your transformation lasts for 1 hour or until you dismiss it (no action required). If you shape-shift into a form incapable of wearing clothing or armor, your clothing or armor falls off. Your ability to handle objects is determined by the form's limbs rather than your own.

Flexible Form. You can take a Magic action to stretch, compress, and mold your body into a myriad of shapes. You can shape-shift into any static form that you choose that is no larger than 8 feet in any dimension. When you assume this form, you can replicate something's basic shape but not its color, texture, moving parts, or fine details. You can't change your body's volume, nor can you move, attack, or cast spells while you're shape-shifted into a static shape.

Reform. Whenever you're hit by an attack that deals Bludgeoning, Piercing, or Slashing damage and you don't drop to 0 Hit Points, you can take a Reaction to immediately regain 1d4 Hit Points, up to a maximum of the amount of damage taken.

This healing increases when you reach character levels 5 (1d6), 11 (1d8), and 17 (1d10).

NEW SPECIES: VECT

Very gradually, by degrees, pale blue hues invade the quiet of night, and Hammerer knows that only a few hours remain until dawn. Throughout the afternoon, evening, and night, he has meticulously inspected his tools, a wide array of mallets, sledges, and, of course, hammers, cleaning them, performing repairs, and organizing them by size and by color, only powering down for a few hours in the middle of the night.

Through the walls of his workshop, Hammerer can see the heat signatures of people waking up and preparing breakfast; he performs a similar ritual, polishing his chassis and running diagnostics for the day ahead. Mentally, he has a checklist of duties and chores before he begins the day's work.

Finally, the clocks strike seven, and Hammerer leaves his home, a room barely ten feet square, and heads out into the town. Somewhere in the market, a child cries for his mother to buy him a toy, and Hammerer puzzles at this behavior; work, after all, is far more interesting than frivolity.

— A typical morning for Hammerer, a vect craftsman

Living Constructs designed as laborers, the vect are now free to search the 'Verse for meaning.

EVOLVED GOLEMS

The vect were preceded by unthinking golems of various designs; however, unlike their forerunners, vect are fully living beings. Underneath their armored exteriors lies an organically-influenced anatomy, with a circulatory system and a network of magical nerves. At the heart of each vect unit is an everlasting construct core, tinged with the influence of the Spark that awoke them.

Vect are Humanoid in shape but unmistakably mechanical, with large air intakes, protective shoulder plates, toothless jaws, and glowing eyes. They share a general profile, and vary somewhat in proportions, but never so much that their components are incompatible with one another. In fact, many vect choose to install specially-designed upgrades to their bodies, replacing arms or legs with such tools. When a vect readies for a journey, their preparation may include purchasing spare limbs in case things go awry.

Vect work tirelessly and never require sleep, instead entering a dreamless period of inactivation each day. It isn't uncommon to see a vect standing watch over their party, sharpening tools and repairing armor while the others sleep.

MECHANICAL MINDS

Although vect experience fear, anger, pain, loss, and other emotions as other species do, their expression is muted. Their mechanical features leave little room for nuance, driving an emotional wedge between vect and other living things. Some vect embrace this mechanical nature and seek refuge in logical reasoning, whereas others plumb the philosophies of existence and consider what it means to be alive. These are the two extremes of vect personalities, but most exist between the two.

Vect are most comfortable existing within a small group of some kind, as long as it is dedicated to a purpose. Temples, adventuring parties, and voyages of exploration make for attractive prospects.

SEARCH FOR MEANING

All vect are keenly aware that they were once unliving material imbued suddenly with life. And while there is no doubt that vect are alive, the philosophical implications are staggering: From whence do their souls originate? Where does a vect's soul go when they die? These questions echo loudly inside some vect.

Though the Foundry ship that builds vect is intelligent beyond measure, it ascribes no grand meaning to its creations. The enigmatic ship simply creates vect and drops them, seemingly at random, into the 'Verse.

Some vect find comfort in faith, worshiping gods of arcana, smiths, and machines. Others seek permanent distraction in quests and chores. Others still search the 'Verse for answers in the hopes of finding some profound answer to life.

VECT NAMES

The original vect were divided into working groups and given numbers by their dwarven keepers; nothing more was necessary. Now, however, all vect choose their own names, usually designations reflecting some function or purpose, though some vect choose to be identified by their serial number, or a nickname given to them by others.

Vect Names. 176, Armory, Bolts, Clunk, Crusher, Glitch, Hammerer, Keeper, Lifter, Null, Phong, Scarce, Titan, Unit Seventeen, Watcher

VECT TRAITS

Creature Type: Construct
Size: Medium (about 4-7 feet tall)
Speed: 30 feet

As a Vect, you have these special traits.

Construct Anatomy. You don't need food, drink, or air. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a motionless state, during which you retain consciousness.

Inflexible Mind. Your mechanical mind is inherently logical and not easily swayed. You have Advantage on saving throws you make to avoid or end the Charmed condition.

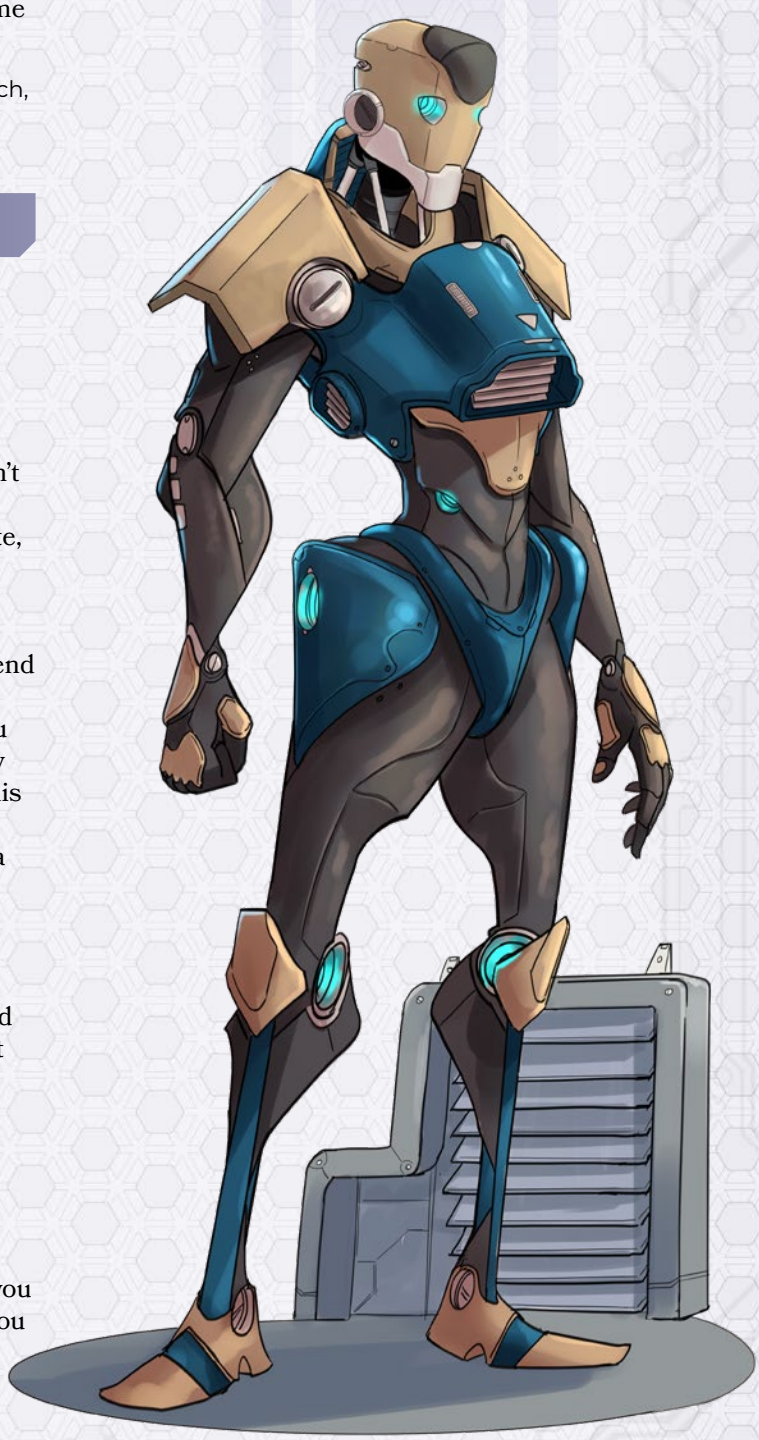
Reconfigurable Ability Scores. When you finish a Long Rest, you can swap two of your ability scores. These ability scores revert when you use this feature again.

Thermalsight. You gain Thermalsight with a range of 60 feet. (See the Glossary.)

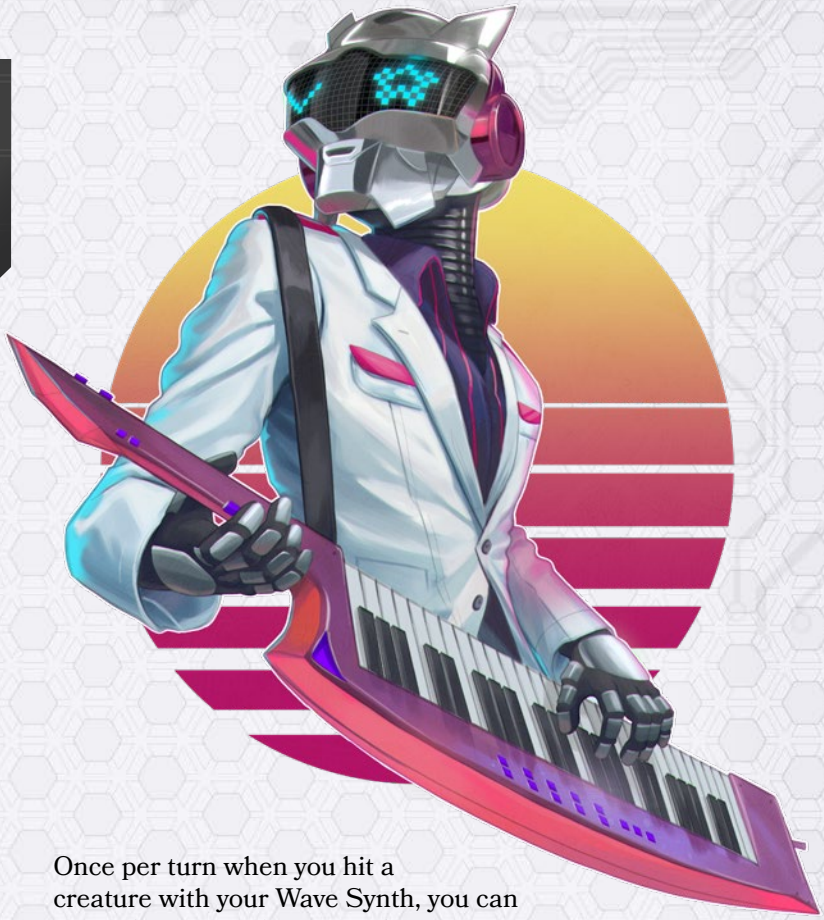
Construct Grafts. You can take the Utilize action to install a Construct graft on your body. Additionally, you don't suffer any ill effects from attaching a graft in a body slot for the first time, and it takes you no time to recover after the attachment of a new graft. See the *Dark Matter* Equipment chapter for Construct grafts.

You have the following graft installed in the External slot:

Embedded Armor. Your base Armor Class equals 13 plus your Dexterity modifier. You can wear armor on top of your *Embedded Armor*, and you can use either armor to determine your AC. You can use a Shield and still gain this benefit.



BARD SUBCLASS: COLLEGE OF CYBERWAVE



Rock Out with a Blaster-Synthesizer

Bards that subscribe to the genre and College of Cyberwave indulge in gadgetry and music in equal measure, constructing elaborate instruments from spare technology to brave new frontiers in music. Their consummate instrument, the Wave Synth, is half blaster, half synthesizer, and capable of playing tunes on the waves of blaster bolts. While also providing a spectacular light show, the Wave Synth is unmatched when performing haunting and pulse-pounding orchestrations.

LEVEL 3: ETHERADIO TRANSMISSIONS

You can to tap into ever-present etheradio stations, long distance communication networks that echo with faint S.O.S. signals, pirate radio stations, and cryptic numerical messages. As a Magic action, you can send a short message of twenty-five words or less to a character with which you are familiar, if that character is carrying a Comms Set and is on the same plane of existence. The character hears the message through the static on their Comms Set and can answer in a like manner immediately.

Once you use this feature, you can't use it again until you finish a Long Rest.

LEVEL 3: WAVE SYNTH

You finish constructing your very own Wave Synth, a music instrument built on the framework of a blaster (colloquially called a "moog" by Bards of this college). This device is a Musical Instrument and a blaster. Only you and other Bards in the College of Cyberwave have proficiency with the Wave Synth as a Musical Instrument or a weapon. The Wave Synth has the following traits:

Weapon Category: Simple Ranged
Damage on a Hit: Thunder damage equal to two rolls of your Bardic Inspiration die
Properties: Blaster (Range 80/320 feet), Firearm, Two-Handed
Mastery: Push (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

Once per turn when you hit a creature with your Wave Synth, you can expend one use of your Bardic Inspiration to deal extra damage to the target. The damage equals the number you roll on the Bardic Inspiration die plus your Charisma modifier (minimum of 1). If you roll a 1 or 2 on the Bardic Inspiration die, you don't expend a use of your Bardic Inspiration.

LEVEL 6: MODULATION

You can modify your Wave Synth with modules scavenged from other blasters and electronic instruments. You can choose to use one of the following modules when you start your turn.

Cone Resonator. As a Magic action, you can make a ranged attack against any number of creatures you can see within a 15-foot Cone. Make a separate attack roll for each target.

Direct Amplifier. Whenever you hit a creature with your Wave Synth, you deal an extra Bardic Inspiration die of damage to the target without expending it.

Harmonic Reverb. When you attack a creature with your Wave Synth, you can replace the synth's mastery property with Sap or Vex for that attack.

LEVEL 14: POLYPHONIC ECHO

You have optimized your synth with the latest in blaster tech, gaining the following benefits.

Echo Attack. Once on each of your turns when you miss with an attack using your Wave Synth, you can make another attack with it as part of the same action.

Exploding Soundwave. If you roll the highest number on a damage die for your Wave Synth, you can roll another Bardic Inspiration die, and add it to the damage, rolling again if it is the highest number, and so on. You can add a maximum number of dice to the damage roll equal to your Charisma modifier (minimum of 1).

FIGHTER SUBCLASS: SPACE MARINE

Smash Your Foes in an Advanced Impulse Frame

Space Marines are the elite fighting forces of the 'Verse. Their tenacity and bravery are augmented by an arsenal of weapons and battle armor called an Impulse Frame, which allows them to strike decisively from above.

Space Marines might pledge their loyalty to the Coalition, Elven Empire, or Hegemony, or sell it outright as mercenaries with any number of factions.

LEVEL 3: IMPULSE FRAME

You have a suit of magically-powered armor known as an Impulse Frame. This is a heavily customized Starshield Hardsuit (Splint Armor). While wearing your Impulse Frame, you gain the following benefits.

Impulse Pack. Your Impulse Frame has an integrated jet booster, allowing you a limited form of flight. You can use your Bonus Action to gain a Fly Speed equal to your Speed until the end of the current turn.

Life Support Systems. While wearing your Impulse Frame, you gain the benefits of wearing a *Life Suit*.

Replacable. You can convert a different suit of armor into your Impulse Frame by spending materials worth 100+ GP over the course of 8 hours, which can be done during a Long Rest. Your old Impulse Frame ceases to function.

LEVEL 7: HELL JUMP

You've mastered the quintessential shock trooper landing. While you fall and don't have the Incapacitated condition, subtract 60 feet from the distance you fell when calculating your falling damage.

Additionally, when you land after falling 20 or more feet, you can impact in a forceful 5-foot Emanation. Each creature in the Emanation must succeed on a Dexterity saving throw (DC 8 plus your Strength modifier and Proficiency Bonus) or have the Prone condition.

LEVEL 10: FRAME UPGRADE

You gain one of the following upgrades to your Impulse Frame of your choice. Whenever you finish a Short or Long Rest, you can replace the chosen option with the other one.

Heavy Frame. While wearing your Impulse Frame, you have a +2 bonus to your Armor Class while you aren't wielding a Shield. Additionally, you have advantage on Strength checks and Strength saving throws while wearing it.

Skirmish Frame. Your Speed increases by 10 feet. If you move 20 feet or more on your turn, the next attack you make before the end of the current turn has Advantage.

Wraith Frame. You don't have Disadvantage on Dexterity (Stealth) checks as a result of wearing Heavy armor. Additionally, as a Bonus Action, you can give yourself the Invisible condition for 1 minute. This condition ends on you immediately after you make an attack or cast a spell. Once you take this Bonus Action, you can't do so again until you roll Initiative or finish a Short or Long Rest.

LEVEL 15: SUSTAINED FLIGHT

When you use your Impulse Pack, your Fly Speed lasts until you land.

LEVEL 18: DRAGON FRAME

You augment your Impulse Frame with a suite of elemental enhancements. You have a pool of Temporary Hit Points that slowly replenishes. At the start of each of your turns, this pool gains 5 Temporary Hit Points, up to a maximum of 40.

Immediately after you hit a target with a weapon attack, you can take a Bonus Action and expend 10 Temporary Hit Points from the pool to deal an extra 2d8 damage. This damage is Acid, Cold, Fire, Lightning, or Thunder (your choice).

GUNSLINGER SUBCLASS: SPACE COWBOY

Overheat Your Customized Blasters

Nothing matters more than freedom. With a blaster on your hip and the wide-open sky to explore, you no longer have to answer to anyone. The perils of the final frontier tend to attract gamblers and risk-takers, be they unscrupulous smugglers, bloodthirsty bounty hunters, or big damn heroes.

LEVEL 3: HOT SHOT

When you attack with a Ranged weapon whose mastery property you can use, you can replace that property with the Overheat property for that attack.

LEVEL 3: GUN WITH A NAME

Over a Long Rest, you can customize one of your Ranged weapons, causing it to become a Named Weapon. You can have only one Named Weapon at a time. This weapon has the following benefits.

Extended Barrel. The normal and long ranges of the Named Weapon double.

Magnetic Mount. The electromagnet installed on the Named Weapon allows you to use a Bonus Action to pull the weapon to your open hand if it is within 60 feet of you and isn't being carried. You can't be disarmed of the weapon unless you have the Incapacitated condition.

Reinforced Frame. The Named Weapon gains the Bludgeon mastery property in addition to its normal mastery property, though you can only use one mastery property on each attack. This property doesn't count against the number of weapons you can use with Weapon Mastery.

LEVEL 6: POWER SLIDE

When you use the Dodge Roll maneuver, you have Advantage on the next attack you make before the end of your turn.

LEVEL 10: LUCKY DODGE

Whenever you are hit by an attack roll, you can roll a d6 (no action required). On a 6, the attack misses you automatically.

LEVEL 14: RED LINE

When you use the Overheat mastery property, the Overheated weapon can be used again at the start of your next turn.

ROGUE SUBCLASS: CYBER NINJA

Wield your Cyber Katana with Supernatural Speed

A Cyber Ninja's talents of agility and precision are honed to the absolute limit through high technology. Bearing superhuman agility and a devastating blade, you can infiltrate any location and eliminate your foes with a single stroke.

LEVEL 3: CYBER KATANA

You have a high-tech blade known as a Cyber Katana, which has the following traits:

Weapon Category: Martial Melee
Damage on a Hit: 1d8 Slashing or Lightning plus the ability modifier used for the attack roll
Properties: Finesse, Versatile (1d10)
Mastery: Vex (you can use this property, and it doesn't count against the number of properties you can use with Weapon Mastery)

You have a +1 bonus to attack and damage rolls with your Cyber Katana. This bonus increases when you reach Rogue levels 9 (+2) and 17 (+3).

If the Cyber Katana is lost, you can build a new one for 100 CR over the course of 8 hours, which can be done during a Long Rest.

Level 3: Ninja Agility

As a Bonus Action, you can do one of the following. You can use this feature a number of times equal to your Dexterity modifier (minimum of once) and regain all expended uses when you finish a Short or Long Rest.

Dodge. You take the Dodge action.

Flash Step. You move up to 30 feet in a straight line without provoking Opportunity Attacks.

Level 9: Ultra Slash

Once on each of your turns when you take the Attack action, you can replace one of your attacks with your Cyber Katana with an enormous slash. Choose up to three creatures you can see within 10 feet of yourself. Each creature makes a Dexterity saving throw (DC 8 plus your Dexterity modifier and your Proficiency Bonus), taking Slashing or Lightning damage equal to the damage dealt by your Cyber Katana plus half your number of Sneak Attack damage dice (round down) on a failed save or half as much damage on a successful one.

Level 13: Covert Techniques

You can leverage your supernatural speed to use the following techniques.

Cloaking Device. You can expend a use of your Ninja Agility as a Bonus Action to gain the Invisible condition until the start of your next turn. This invisibility ends early immediately after you make an attack roll, deal damage, or you force a creature to make a saving throw.

Uncanny Deflection. When you use your Uncanny Dodge, you can expend a use of your Ninja Agility to attempt to deflect the attack. Roll 1d10 and add it to your AC against this attack, potentially causing it to miss. You must be holding your Cyber Katana to use this Reaction.

If this Reaction causes a ranged attack to miss, you can deflect the attack toward a creature you can see within 60 feet of yourself. The target takes damage equal to half your number of Sneak Attack damage dice (round down). The damage is the same type dealt by the attack.

Level 17: Omni Slash

When you use your Ultra Slash, you can perform an improved slash. You can choose up to six creatures within 30 feet of yourself. Add all of your Sneak Attack damage dice to the damage roll, instead of half of them.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

WEAPONS

Weapons in *Dark Matter* range from traditional swords and shields to advanced pieces of technology, powered by void crystals or arcane batteries. Though many maintain that traditional weapons are more elegant or civilized, others contend that a blaster is reliable enough for almost any engagement. As a result, axes, blasters, bows, and energy blades crisscross the 'Verse—a frothing mix of eras and fighting styles contending in combat.

This section introduces a few of the high technology options available to players, including blasters and laser swords. All of the following weapons except for the Skathári Warclub, Utility Axe, and Wrenchinator count as Magical Technology.

BLASTERS

Blasters are arcane weapons that eschew traditional projectiles in favor of energetic pulses, powered by arcane batteries and focused through specialized apertures. Because they self-recharge, blasters needn't ever be reloaded, though some are prone to overheating.

NEW PROPERTIES

Here are definitions of the new properties included in the Blasters and Weapons tables.

BLASTER

A weapon with the Blaster property is a Ranged weapon that requires no ammunition. This property counts as the Ammunition property.

COOLDOWN

Because this weapon requires cooldown time between uses, you can only fire it once when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you normally make. This property counts as the Loading property.

FIREARM

You don't add your ability modifier to the weapon's damage, unless otherwise stated. Firearm ammunition is destroyed upon use.

RECOIL

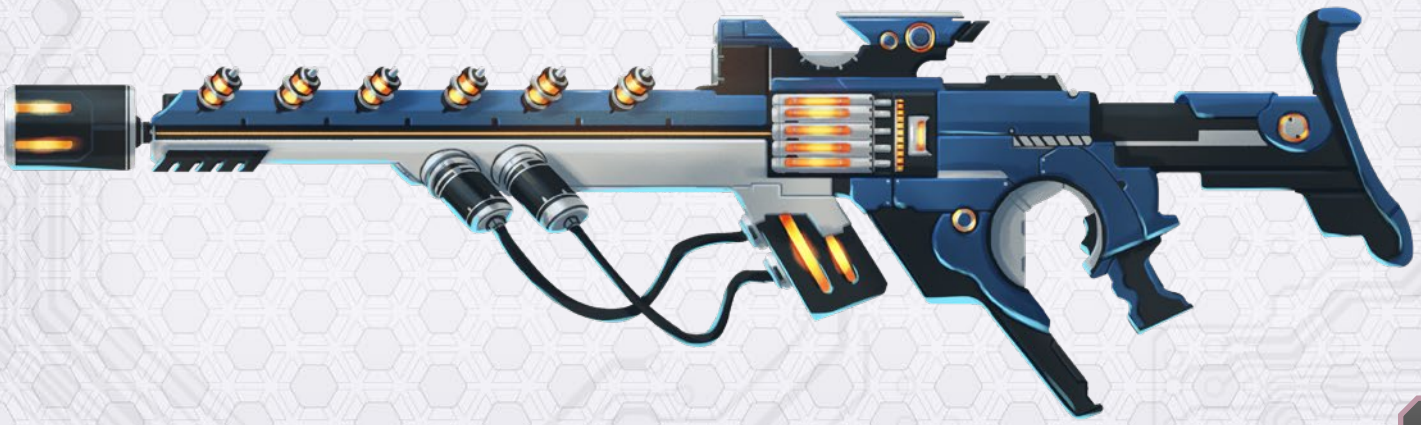
After you make an attack with this weapon, you can't make ranged attacks beyond the weapon's normal range until the end of the current turn.

NEW MASTERY PROPERTIES

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The new properties used in this book are defined below.

AUTOMATIC

When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.



BLUDGEON
You can treat this weapon as a Melee weapon with the Finesse property. When you hit a creature with a melee attack using this weapon, it deals Bludgeoning damage equal to 1d6 plus the ability modifier used for the attack roll, or 1d8 if the weapon is used with two hands to make the attack.

JOLT
If you hit a creature with this weapon, the creature can't make Opportunity Attacks until the start of its next turn.

MOUNTED
You can take a Bonus Action to mount this weapon in a fixed position until the end of your turn. A damage value in parentheses appears with this property. While mounted, the weapon deals that damage when used to make a ranged attack, and the weapon can't be moved.

OVERHEAT
If you hit a target with this weapon, you can overcharge the weapon. If you do so, the target takes extra damage of the weapon's type equal to your Proficiency Bonus. The weapon then Overheats. An Overheated weapon can't be used again to make an attack until the end of your next turn.

SCATTER
Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon.

SHIFT
If you hit a creature with this weapon, you can immediately move 10 feet without provoking Opportunity Attacks.

SIGHTED
Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.

Weapons

Name	Damage	Properties	Mastery	Weight	Cost
Simple Melee Weapons					
Antimatter Dagger	1d4 Necrotic	Finesse, Light, Thrown (20/60)	Nick	4 lb.	50 CR
Ballistic Glove	1d4 Force	Finesse, Light	Shift	1 lb.	55 CR
Skathári Warclub	1d8 Piercing	Two-Handed	Push	10 lb.	5 CR
Utility Axe	1d6 Slashing	Thrown (20/60)	Vex	2 lb.	10 CR
Wrenchinator	1d8 Bludgeoning	Two-Handed	Push	2 lb.	30 CR
Martial Melee Weapons					
Arc Baton	1d8 Lightning	—	Jolt	2 lb.	175 CR
Battlefist	1d8 Bludgeoning	—	Sap	3 lb.	100 CR
Laser Claws	1d6 Radiant	Finesse, Light	Nick	1 lb.	125 CR
Laser Sword	1d8 Radiant	Finesse, Versatile (1d10)	Sap	3 lb.	200 CR
Laser Greatsword	2d6 Radiant	Heavy, Two-Handed	Cleave	6 lb.	400 CR
Photonic Lash	1d6 Radiant	Finesse, Reach	Topple	2 lb.	150 CR
Plasma Cutter	1d12 Slashing	Heavy, Two-Handed	Graze	10 lb.	250 CR
Repulsor Mace	1d8 Force	Versatile (1d10)	Push	4 lb.	100 CR
Rocket Hammer	2d6 Bludgeoning	Heavy, Two-Handed	Cleave	18 lb.	300 CR
Thermal Lance	1d10 Fire	Heavy, Reach, Two-Handed	Graze	6 lb.	350 CR

Blasters

Name	Damage	Properties	Mastery	Weight	Cost
Simple Blasters					
Antimatter Pistol	2d4 Necrotic	Blaster (Range 30/120), Firearm, Light	Vex	2 lb.	100 CR
Avia-Ra Sunstaff	2d6 Radiant	Blaster (Range 80/320), Firearm, Two-Handed	Bludgeon	6 lb.	250 CR
Ion Cannon	2d6 Radiant	Blaster (Range 20/60), Firearm, Recoil, Two-Handed	Scatter	6 lb.	275 CR
Phaser	2d4 Lightning	Blaster (Range 30/120), Firearm, Light	Jolt	2 lb.	100 CR
Standard Carbine	2d6 Radiant	Blaster (Range 80/320), Firearm, Two-Handed	Slow	7 lb.	175 CR
Martial Blasters					
Antimatter Carbine	2d6 Necrotic	Blaster (Range 80/320), Firearm, Two-Handed	Automatic	4 lb.	400 CR
Blitz Cannon	2d8 Radiant	Blaster (Range 20/60), Firearm, Recoil, Two-Handed	Scatter	7 lb.	650 CR
Concussion Rifle	2d8 Force	Blaster (Range 90/360), Firearm, Heavy, Recoil, Two-Handed	Sighted	8 lb.	550 CR
Dueling Laser	2d6 Radiant	Blaster (Range 30/120), Cooldown, Firearm, Light	Bludgeon	3 lb.	350 CR
Magnus	2d8 Radiant	Blaster (Range 30/120), Cooldown, Firearm, Heavy	Overheat	6 lb.	700 CR
REC Gun	2d6 Radiant	Blaster (Range 100/400), Firearm, Heavy, Two-Handed	Mounted (2d8)	40 lb.	600 CR
Repeater	2d6 Radiant	Blaster (Range 60/240), Firearm	Vex	3 lb.	300 CR
Swarm Pistol	2d4 Radiant	Blaster (Range 20/60), Firearm, Light	Automatic	2 lb.	350

SHIP COMBAT RULES

Combat between ships (or between ships and Mega creatures) uses the same rules as regular combat, with the following changes.

Rule of 100. Ships have Mega Hit Points and deal Mega damage, each of which is worth 100 points. Sizes are scaled up by 100 times to Mega scale.

Initiative. If the ship has a Captain, the Captain rolls Initiative for the entire ship. At the ship's turn in Initiative order, the Captain chooses the order in which the other crew members take their turns.

Saving Throws. If a ship is required to make a saving throw, its Pilot makes that saving throw on behalf of the ship. If a ship has no Pilot, it automatically fails its saving throw.

Critical Hits. When you score a Critical Hit against a ship, you can disable one system on that ship of your choice.

Mega Spells. Regular spells can be amplified to Mega scale for ship combat using an Arcane Cannon.

DAMAGE AND REPAIR

Ships use the following rules for damage.

Shield Points. Many ships have Shield Points (SP), expressed in Mega Hit Points. If a ship takes damage on a side protected by its shield, it loses Shield Points first, and any leftover damage carries over to the ship's Mega Hit Points. At the start of the Initiative order, a shield regains half its maximum Shield Points (round down).

Immunities. Ships are immune to Poison and Psychic damage.

Repairing a Ship. An Engineer can take the Emergency Repairs action to restore Mega Hit Points to a ship. When the crew finishes a Long Rest, they perform repairs to restore all of a ship's Mega Hit Points. A ship must have at least 1 Mega Hit Point to be repaired in this way.

Repairing Systems. You can take a Utilize action to attempt to repair a disabled system with a DC 15 Intelligence (Technology) check. On a success, you re-enable the system.

Dropping to 0 Mega Hit Points. When your ship drops to 0 Mega Hit Points, its systems and weapons are all disabled. At the end of the Initiative order, one character makes an Explosion Saving Throw on behalf of the ship to determine whether it gets closer to exploding or becomes a derelict wreck. Explosion Saving Throw work similarly to Death Saving Throws (see *Dark Matter*'s Ships chapter).

MOVEMENT AND POSITION

Ship combat takes place on a two-dimensional plane, using the following rules.

Facing. Each ship Faces a particular direction, which is normally in 45-degree intervals. The direction faced by the ship's shield and the direction of ship weapons with the Fixed property is relative to the ship.

Cone of Movement. To approximate momentum, a ship's movement is limited to a Cone of Movement. This Cone extends from the front of the ship in the direction the ship is facing, and it is as wide as the ship's Maneuverability score, measured in degrees.

NPC SHIPS

The GM doesn't play the individual Crew Roles for ships under their control. Instead, they use the Combat section of the ship's stat block and the following rules.

Ability Checks and Saving Throws. If the GM makes an ability check or saving throw for a ship under their control, they make a d20 roll and add the ship's Proficiency Bonus.

Movement Alternatives. Instead of moving normally, a ship can take the Pilot's Evasive Maneuvers or Hard Turn action.

Shields. If a ship has shields, it can reposition its shields once on each of its turns.

Repairing Systems. If one of the ship's systems is disabled, it can replace one of its attacks with attempting to repair the system with a DC 15 Intelligence (Technology) check.

Instant Death. Ships under the GM's control usually explode when dropping to 0 Mega Hit Points without making Explosion Saving Throws.

CREW ROLES

Characters occupy the following Crew Roles aboard a starship. You can switch roles with another character or switch to an unoccupied role as a Bonus Action.

CAPTAIN

As a Captain, the following actions are available to you.

FIRE AT WILL
You can direct one Gunner to attack. That Gunner can take a Reaction to make one attack with a ship weapon.

FULL POWER TO SHIELDS
The ship regains all of its Shield Points.

FULL SPEED AHEAD
You direct one Pilot to move. That Pilot can take a Reaction to move the ship half of its Speed within the cone of movement.

ENGINEER

As an Engineer, you have the following actions and Bonus Action available to you.

MOVE SHIELD (BONUS ACTION)
You switch the direction the ship's shield faces. The shield only covers one of the ship's sides.

EMERGENCY REPAIRS
Make a DC 15 Strength (Athletics) or Intelligence (Technology) check. On a success, the ship regains Mega Hit Points. To determine the number of Mega Hit Points regained, roll a number of d6s equal to half your character level (round down, to a minimum of 1d6) and add the ability modifier used to make this check.

USE SYSTEM
You activate one system on your ship that requires the Use System action.

GUNNER

As a Gunner, the following actions are available to you.

ATTACK
You take the Attack action with any of the ship's weapons of your choice.

ARCANE CANNON
Using the Arcane Cannon system, you can take a Magic action to cast a spell with the [Mega] tag or cast a spell that has a casting time of an action or Bonus Action and targets an area or a single creature other than yourself, which is magnified to Mega scale. The GM decides if a spell is inappropriate to be magnified.

PILOT

As a Pilot, the following actions are available to you.

MOVE AND FIRE
You move your ship up to its Speed within the cone of movement and can take the Attack action. If your ship is Personal-sized or larger, you make only one attack and must use one of the ship's Melee weapons or one that has the Fixed property.

Then, you can rotate your ship by up to its Maneuverability score. (See Movement and Position in Ship Combat.)

EVASIVE MANEUVERS
You move your ship 500 feet in any direction and rotate to face any way you choose. Make a DC 15 Dexterity (Piloting) check. On a success, until the start of your next turn, attack rolls against your ship have Disadvantage, and you make Dexterity saving throws on behalf of your ship with Advantage.

TARGETED STRIKE
If your ship is Fighter-sized, you move your ship up to half of its Speed within the cone of movement and take the Attack action (one attack only). If this attack hits and deals damage that isn't blocked by the target's shields, you disable one of the ship's systems of your choice.

SHIP STAT BLOCKS

Ships have stat blocks that contain the rules necessary to use them in the game, as follows.

SABER

The premiere Hegemony Fighter, the Saber, is a nimble, dangerous craft descended from a legacy of High Terra's airborne fighters. Sabers are also piloted by Lakshay, serving a support role to their Battleframes, and by the Coalition, who use them as a strike platform to cripple larger craft.

FREELANCER

The human Freelancer is favorite of spacers everywhere, especially adventuring types that might salvage a derelict ship one day and fly into a battlefield the next. With a suitable armament, a cargo bay large enough to ferry equipment across the Galactic Frontier, and enough rooms to carry a handful of passengers, the Freelancer can tackle any job thrown its way.

SABER

Fighter *[Human Hegemony]*

AC	MHP	SP	SPEED	MANU.
13	20	None	3,000	180

Slots 6
Systems Escape Pod, Life Support, Sensors; Pilot's Seat
Weapons Phase Beam (Fixed Front)
Cargo 1,000 lb.; 1 passenger
Cost 1,850 CR

UPGRADES

Innovative Design. Roll a d6 when the saber is hit by an attack roll. On a 6, the attack misses.

COMBAT

This ship uses the following actions and statistics while controlled by the GM.

CR 1 (XP 200; PB +2) **Initiative** +2 (12)

Phase Beam. *Ranged Attack Roll:* +5, range 5,000/15,000 ft. (Fixed Front) *Hit:* 9 (2d8) Mega Radiant damage.

FREELANCER

Transport, Dark Matter Class 3 *[Human Hegemony]*

AC	MHP	SP	SPEED	MANU.
15	100	12	3,000	90

Slots 18
Systems Arcane Cannon, Escape Pods, Life Support, Sensors, Shield Generator; Captain's Chair, Engineer's Station, 2 Fighter Bays (Saber, Shuttle), 2 Gunner Bays, Pilot's Seat
Weapons Auto Turret, Pulse Beam (Fixed Front)
Cargo 70 tons; 8 passengers
Cost 14,050 CR or 17,100 CR with Saber and Shuttle

UPGRADES

Innovative Design. Roll a d6 when the freelancer is hit by an attack roll. On a 6, the attack misses.

COMBAT

This ship uses the following actions and statistics while controlled by the GM.

CR 5 (XP 1,800; PB +3) or 6 (XP 2,300) with Saber
Initiative +3 (13)

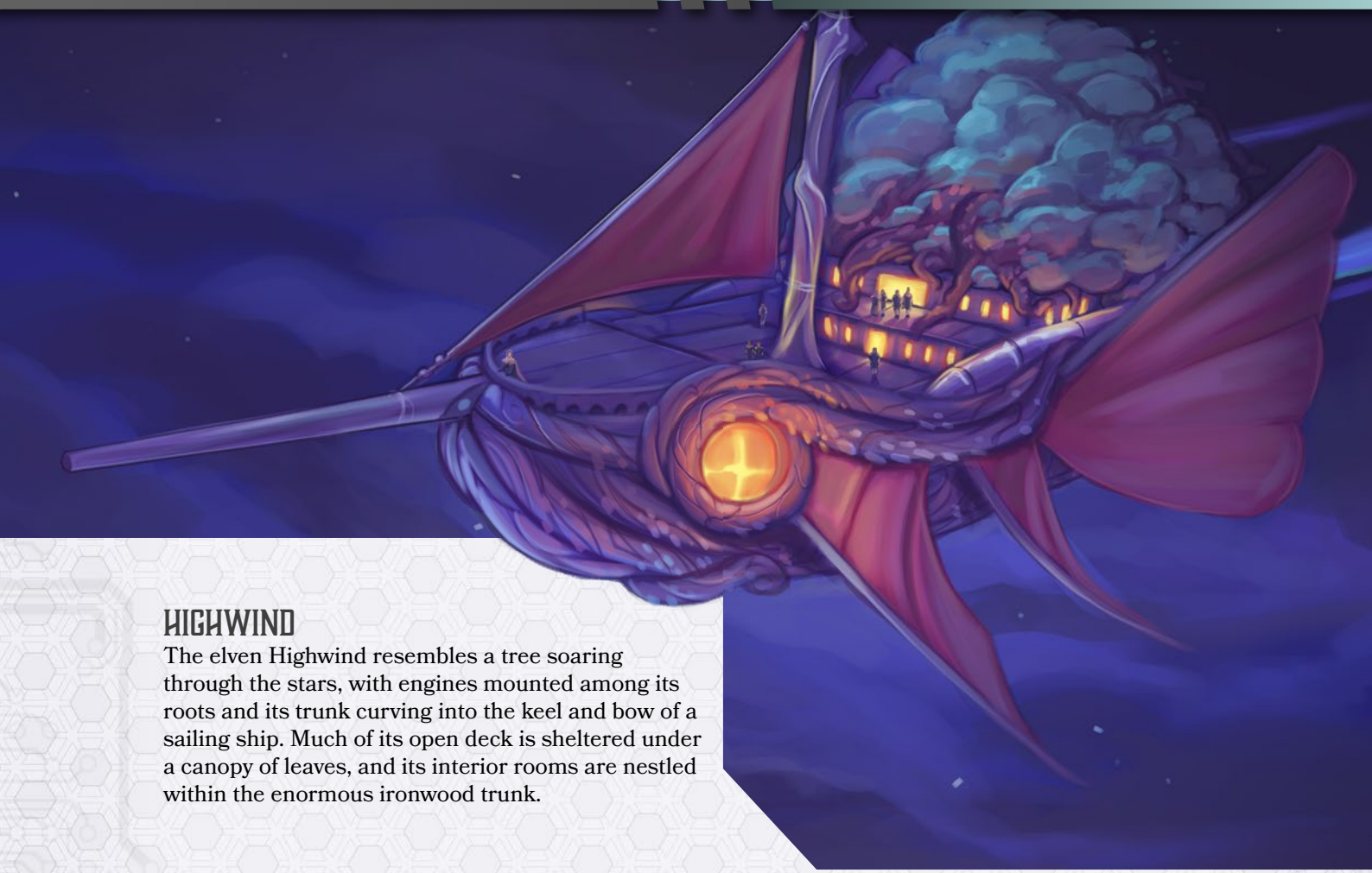
Multiattack. The freelancer makes three attacks, using Auto Turret or Pulse Beam in any combination, and uses Deploy if available. It can replace one attack with a use of Arcane Cannon.

Auto Turret. *Ranged Attack Roll:* +7, range 2,500/7,500 ft. *Hit:* 9 (2d8) Mega Radiant damage.

Pulse Beam. *Ranged Attack Roll:* +7, range 5,000/15,000 ft. (Fixed Front) *Hit:* 11 (2d10) Mega Radiant damage.

Arcane Cannon (Shatter, 1/Day). *Constitution Saving Throw:* DC 15, each Mega target in a 1,000-foot-radius Sphere centered on a point within 6,000 feet. *Failure:* 13 (3d8) Mega Thunder damage. *Success:* Half damage.

Deploy (1/Day). A **Saber** ally launches from the freelancer.



HIGHWIND

The elven Highwind resembles a tree soaring through the stars, with engines mounted among its roots and its trunk curving into the keel and bow of a sailing ship. Much of its open deck is sheltered under a canopy of leaves, and its interior rooms are nestled within the enormous ironwood trunk.

HIGHWIND

Corvette, Dark Matter Class 4 *[Elven Empire]*

AC	MHP	SP	SPEED	MANU.
16	150	16	3,000	90

Slots 22
Systems Arcane Cannon, Cloaking, Escape Pods, Life Support, Sensors, Shield Generator, Teleporters; Captain's Chair, Engineer's Station, 2 Fighter Bays (2 Interceptors), 2 Gunner Bays, Pilot's Seat
Weapons 2 Pulse Beam (Fixed Front and Rear), Neutron Torpedo
Cargo 250 tons; 30 passengers
Cost 82,850 CR or 86,550 CR with Interceptors

UPGRADES

Cruising Engines. The ship's sublight cruising speed is doubled.

Nimble Design. This ship automatically succeeds on Dexterity (Piloting) checks to take the Evasive Maneuvers action.

COMBAT

This ship uses the following actions and statistics while controlled by the GM.

CR 9 (XP 5,000; PB +4) or 11 (XP 7,200) with Interceptors
Initiative +4 (14)

Multiattack. The highwind makes three Pulse Beam attacks and uses Deploy if available. It can replace one attack with a Neutron Torpedo attack or use of Arcane Cannon.

Pulse Beam. *Ranged Attack Roll:* +9, range 5,000/15,000 ft. (Fixed Front and Rear) *Hit:* 11 (2d10) Mega Radiant damage.

Neutron Torpedo. *Ranged Attack Roll:* +9, range 6,000/18,000 ft. *Hit:* 18 (4d8) Mega Force damage. This damage bypasses a ship's shields.

Arcane Cannon (Lightning Bolt, 1/Day). *Dexterity Saving Throw:* DC 17, each Mega target in a 10,000-foot-long, 500-foot-wide Line. *Failure:* 28 (8d6) Mega Lightning damage. Success: Half damage.

Deploy (2/Day). An **Interceptor** ally launches from the highwind.

THE CABAL

New Monsters: Fiendish Brokers and Attorneys

Habitat: Any; **Treasure:** Any

An expansive brokerage that trades fractions of souls for generous financial disbursements, the Cabal maintains an office on most every Maw station. Its brokers and lawyers help keep the wheels of the corporate world turning, as devils most always do.

SOUL BROKER

Though the Cabal is run by a high-ranking devil, its soul brokers are well-trained Humanoids, usually tieflings with backgrounds in financial management.

ADVOCATE

Empowered by a pact with the Cabal's CEO, Belphagor—or "Mr. Bell"—the Advocates are the most powerful lawyers in the 'Verse. This law firm is utterly unscrupulous, and will take any case that pays well enough.

Soul Broker

Medium or Small Humanoid, Neutral

AC 12 **Initiative** +2 (12)
HP 22 (4d8 + 4)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	11	+0	+0	**Dex** 14	+2	+2	**Con** 12	+1	+1
Int	13	+1	+1	**Wis** 10	+0	+0	**Cha** 16	+3	+3

Skills Deception +5, Persuasion +7
Resistances Fire
Senses Passive Perception 10
Languages Common, Infernal
CR 1 (XP 200; PB +2)

Actions

Fiendish Flame. *Melee or Ranged Attack Roll:* +5, reach 5 ft. or range 60 ft. *Hit:* 12 (2d8 + 3) Fire damage.

Advocate

Medium or Small Humanoid, Neutral

AC 16 **Initiative** +3 (13)
HP 130 (20d8 + 40)
Speed 30 ft.

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	11	+0	+0	**Dex** 17	+3	+3	**Con** 14	+2	+2
Int	18	+4	+4	**Wis** 14	+2	+2	**Cha** 20	+5	+5

Skills Deception +5, Persuasion +7
Resistances Fire
Senses Passive Perception 10
Languages Common, Infernal
CR 1 (XP 200; PB +2)

Actions

Multiattack. The advocate makes two Fiendish Flame attacks.

Fiendish Flame. *Melee or Ranged Attack Roll:* +8, reach 5 ft. or range 60 ft. *Hit:* 23 (4d8 + 5) Fire damage.

Spellcasting. The advocate casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 16):

At Will: *Charm Person*, *Mage Armor* (included in AC), *Prestidigitation*
1/Day Each: *Fireball*, *Glibness*, *Greater Invisibility*

HUSKS

New Monsters: Suffocated Space Undead

Habitat: Space (Spacecraft); **Treasure:** Any

When someone dies in the vacuum of space, the brutal process not only strips the body of all gasses, freezes it whole, and boils its blood, it sometimes also rips away the soul, leaving behind a shriveled Undead husk. This gaunt corpse, riddled with fissures, relentlessly hungers for air and seeks to drain it from the living. Aboard derelict ships, old crew members drift as husks, desperately clutching at their *Life Suits* and Escape Pods for air.

Spacer wisdom attests that the dead should be pushed out the airlock without exception or delay. In certain regions of space, bodies can unnaturally dehydrate, shriveling to the gaunt, lifeless outline of husks without ever meeting the vacuum directly.

Husk

Medium Undead, Chaotic Evil

AC 13 **Initiative** −1 (9)
HP 26 (4d8 + 8)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	15	+2	+2	**Dex**	8	−1	−1	**Con**	14	+2	+2
Int	6	−2	−2	**Wis**	9	−1	−1	**Cha**	5	−3	−3

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 9
Languages Understands Common can't speak
CR 1/2 (XP 100; PB +2)

Actions

Suffocating Slam. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Necrotic damage, and the target has Disadvantage on D20 Tests until the end of the husk's next turn.

Husk Resting Places

d6	The Husk Lurks...
1	Within a derelict starship.
2	In the depths of an asteroid mine.
3	At the crash site of its escape pod.
4	In the morgue of a Maw station hospital.
5	In an abandoned moon colony.
6	Near a pulsing, alien satellite.

HUSK

Husks represent the grim fate of countless spacers who have been stranded in deep space without hope for rescue. Though a husk might at first resemble a spacer in distress, its cracked grey skin and ruptured *Life Suit* reveals its Undead nature.

FORLORN HUSK

Husks abandoned for too long become saturated with a sinister magic that dwells in deep space. They float uncannily in the air, even in artificial gravity, and suck the air out of the room like a hull breach.

Forlorn Husk

Medium Undead, Chaotic Evil

AC 15 **Initiative** +1 (11)
HP 76 (9d8 + 36)
Speed 30 ft., Fly 30 ft. (hover)

		MOD	SAVE		MOD	SAVE		MOD	SAVE
Str	18	+4	+4	**Dex** 12	+1	+1	**Con** 18	+4	+4
Int	9	−1	−1	**Wis** 11	+0	+0	**Cha** 7	−2	−2

Immunities Poison; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses Darkvision 60 ft.; Passive Perception 10
Languages Common
CR 4 (XP 1,100; PB +2)

TRAITS

Vacuum Aura. The husk creates a magical vacuum in an 5-foot Emanation originating from itself. A creature that ends its turn within the Emantation gains 1 Exhaustion level (even if it has a breathing apparatus, such as a *Life Suit*). When a creature leaves the Emanation, it removes all levels of Exhaustion it gained from suffocating.

ACTIONS

Multiattack. The husk makes two Suffocating Slam attacks. It can replace one attack with a use of Gravitational Crush. It can replace one attack with a use of Gravitational Crush.

Suffocating Slam. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 11 (2d6 + 4) Necrotic damage, and the target has Disadvantage on D20 Tests until the end of the husk's next turn.

Gravitational Crush. *Constitution Saving Throw:* DC 14, one creature within 30 feet. *Failure:* 13 (3d8) Force damage and the target's Speed is 0 until the end of the husk's next turn. *Success:* Half damage only.

SPACE KOBOLD

Asteroid-Dwellers and Starship Scavengers

Habitat: Space (Asteroids, Moon), Urban;
Treasure: Armaments

Like their terrestrial counterparts, space kobolds make up for in cunning what they lack in physical strength. Asteroid fields that play host to space kobold colonies are death traps for spacers, minefields crisscrossed by steel wires and waiting harpoon guns to ensnare any unsuspecting ship that comes near. Once a ship or spaceborne creature is immobilized, a force of space kobolds springs into action, dismantling it with old-fashioned tools and a force of graphids, a domesticated species of asteroid-dwelling beast.

Warrens of space kobolds also inhabit the hoard planetoids of eternal dragons or are enthralled by creatures such as cyber liches. Any powerful creature makes an ideal ally for space kobolds, but they prefer overlords that deter spacesharks and other predators.

Space Kobold

Small Dragon, Neutral

AC 14 **Initiative** +2 (12)
HP 10 (3d6)
Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	8	−1	−1	**Dex**	15	+2	+2	**Con**	11	+0	+0
Int	12	+1	+1	**Wis**	11	+0	+0	**Cha**	10	+0	+0

Gear Spear
Senses Darkvision 60 ft., Passive Perception 10
Languages Common, Draconic
CR 1/4 (XP 50; PB +2)

Traits

Pack Tactics. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.

Actions

Composite Spear. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) Slashing damage.

Harpoon Gun (Recharge 5–6). *Dexterity Saving Throw:* DC 12, one creature the kobold can see within 60 feet. *Failure:* 7 (2d6) Piercing damage and the target's Speed is 0 until the start of the kobold's next turn. *Success:* Half damage.

CHARACTER NAME

SPECIES BACKGROUND

ALIGNMENT EXPERIENCE POINTS

CLASS

SUBCLASS

LEVEL

PROFICIENCY BONUS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

ARMOR CLASS

SPEED

CLIMB

SWIM

FLY

INITIATIVE

SIZE

SKILLS

EX

- ___ Acrobatics (Dex)
- ___ Animal Handling (Wis)
- ___ Arcana (Int)
- ___ Athletics (Str)
- ___ Data (Int)
- ___ Deception (Cha)
- ___ History (Int)
- ___ Insight (Wis)
- ___ Intimidation (Cha)
- ___ Investigation (Int)
- ___ Medicine (Wis)
- ___ Nature (Int)
- ___ Perception (Wis)
- ___ Performance (Cha)
- ___ Persuasion (Cha)
- ___ Piloting (Dex)
- ___ Religion (Int)
- ___ Sleight of Hand (Dex)
- ___ Stealth (Dex)
- ___ Survival (Wis)
- ___ Technology (Int)

SAVING THROWS

- ___ Strength
- ___ Dexterity
- ___ Constitution
- ___ Intelligence
- ___ Wisdom
- ___ Charisma

PROFICIENCIES

- Light Armor
- Medium Armor
- Heavy Armor
- Shields
- Simple Weapons
- Martial Weapons

Passive (Wisdom) Perception

HEROIC INSPIRATION

HIT POINTS

TEMP HP

HIT DICE

MAX HIT POINTS

SUCCESS FAILURE

MELEE ATTACK BONUS

ATTACKS

RANGED ATTACK BONUS

ATTACK

ATTACK BONUS

DAMAGE

MASTERY, NOTES

ATTACK

ATTACK BONUS

DAMAGE

MASTERY, NOTES

ATTACK

ATTACK BONUS

DAMAGE

MASTERY, NOTES

USES ABILITY TOTAL

FEATURES AND TRAITS

TOOLS, LANGUAGES, AND SENSES

INVENTORY

CREDITS

CLASS FEATURES

FEATS

BACKGROUND NOTES

MAGIC ITEMS

CAMPAIGN NOTES

SHIP NAME

MODEL

SHIP SIZE

SHIELD POINTS

HIT POINTS

ARMOR CLASS

CAPTAIN

ENGINEER

GUNNER 1

GUNNER 2

PILOT

DARK MATTER CLASS

MANEUVERABILITY

SPEED

UPGRADES

CARGO

SYSTEMS

- AI Core
- Arcane Cannon
- Captain's Chair
- Cloaking
- Engineer's Station
- Escape Pods
- Fighter Bay
- Gunner Bay
- Life Support
- Manipulators
- Pilot's Seat
- Probe
- Sensors
- Shield Generator
- Signal Jammer
- Teleporters
- Tractor Beam

WEAPONS

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/MASTERY

SHIP NAME

MODEL

SHIP SIZE

SHIELD POINTS

HIT POINTS

ARMOR CLASS

CAPTAIN

ENGINEER

GUNNER 1

GUNNER 2

PILOT

DARK MATTER CLASS

MANEUVERABILITY

SPEED

UPGRADES

CARGO

SYSTEMS

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WEAPONS

WEAPON	ATTACK BONUS	MEGA DAMAGE	FACING/MASTERY

SPELLCASTING ABILITY | SAVE DC | SPELL ATTACK BONUS

0 Cantrips

1
SPELL SLOTS
PREP. CONC.

2
SPELL SLOTS
PREP. CONC.

3
SPELL SLOTS
PREP. CONC.

4
SPELL SLOTS
PREP. CONC.

5
SPELL SLOTS
PREP. CONC.

6
SPELL SLOTS
PREP. CONC.

7
SPELL SLOTS
PREP. CONC.

8
SPELL SLOTS
PREP. CONC.

9
SPELL SLOTS
PREP. CONC.